

Crew Run	Description
?????	The Rebels have found a sizable cache of valuables buried beneath Hoth's Echo Base, but retrieving it is proving difficult. Provide military and logistical support.
?????	The Kouhun and the nobles are working together to raid an Imperial sentry post in the Kirtarkin system. Have your experienced crew help plan the attack.
?????	A dying old Rebel wants to do some good before her end, striking at an Imperial TIE fighter factory. She'll need plenty of help to pull it off.
?????	After being robbed several times in the past month, a reputable merchant on Bavva offers payment to an experienced individual who can work security for his busy shop.
5x5 Puzzle Cube	Most people recognize the Cerean Puzzle Cube; some even cracked it as children. The 5x5 cube, though, proves a much more difficult challenge to even the most technically-minded.
A Call for Help	One of the less used communication frequencies picked up a distress call from Allyuen. The unidentified individual requests
A Deadly Duel	A sinister contender for the noble throne claims a right to duel the sitting ruler of the court. But Her Majesty is permitted a champion to fight in her place...
A Deed Too Dark	Someone's running an illegal slaving ring in Ivax Syndicate territory. It's an abominable practice and an insult to the syndicate, besides. Expose the ring and end its operations.
A Delightful Evening	
A Good Cause	A make-shift medical center on Nothoiin desperately needs medical supplies. They will pay if someone can smuggle a shipment from Gerrenthum.
A Happy Bounty	One of the reckless and hilarious traditions started by Happy Dapp and continued today by his Trade League friends, is offering credits for personal items stolen from the homes of Imperial officers.
A Strange Briefing	A Kouhun assassin known as Stub has politely requested your time. He wants to know everything you know about the Empire on Mataou. He'll pay well.
Abandoned Depot	An abandoned depot contains a weapon cache and a supply of crystals. It is guarded by just a few old droids. A small team could easily eliminate the droids and claim the spoils.
Abandoned Vessel	A vessel in lone has been abandoned but looks to have at least a partial load of cargo. If someone can get the cargo bay open, there might be something there worth taking.
Accepting Bribery	Many business owners and politicians on Gerrenthum are not shy about bribing Imperials to look the other way. Sending a team disguised as Imperials might help fund future efforts.
Adrift in Hostile Territory	A passenger transport suffered critical damage while trying to navigate the Ison debris field and now drifts into pirate territory. The captain requests aid and will pay for help.
Aggressive Diplomacy	
All My Enemies Together	Deathstick has generously arranged a trap for your enemies, luring Imperials and criminals out for your blood to the wastes of Burnin Konn. Use the situation wisely.
Any Friend of Yours	An associate of the Trade Spine League stumbled into a sophisticated droid trap. The League requests aid in freeing their associate.
Armed Guard	

Art of Fitting In	Gaining access to and blending in with a high profile crowd can yield great rewards. Practicing this skill among lower profile groups can help one improve their skills.
Assault on the Allyuen Garrison	Seeing little action, the Imperials on Allyuen have grown complacent. It's time to hit them directly. Assault the Imperial garrison stationed at the Allyuen spaceport.
Automated Banking	The fully automated banking structures of Darlyn Boda are being designed to stop constant robbing of Imperial financial stronghold. Sounds like a challenge.
Barter Systems	Across the sector there are people with access to materials—metals, plastics, chemicals—they can't legally sell. Have your crew set up a system to move the product anyway.
Basic Training	Everyone needs to continue honing their skills. Set the crew to working with a training droid so they can at least get a basic workout.
Battle Royale	Three noble Throneships are scheduled to participate in a mock battle, readying their crews for future conflicts. Your training and advice could save lives.
Blood Speaks to Blood	A Nothoin officer inside the Empire—a distant relative of a noble baron—claims he wants to join the nobles and offers crystals as proof of good faith. Determine his sincerity.
Body Snatchers	
Bodyguard in Darlyn Boda	A Syndicate broker is looking for a bodyguard to accompany him to Darlyn Boda. He does not offer to pay, but suggests the Syndicate will look upon the service favorably.
Brother Claw Gang	Some Brother Claw Gang members broke into League holdings, stealing crates of crystals. The League asks if someone could get into the group's den and reclaim their property.
Bunker Spelunker	The Rebels have a cache of armor hidden in an abandoned chromite mine on Allyuen. Fight through the remaining Imperial troops in the area and retrieve the goods.
Buried on Mataou	Voras knows many secrets about the ancient Hutt palaces on Mataou. Assist a syndicate expedition in overcoming the droids and gangs on their way through the ruins.
Cautious Recruitment	The League identified someone among the Imperials who could potentially be swayed to see things differently. Cautiously approach this person; see if they will support the uprising.
Changeling	The Syndicate knows of a minor diplomat who is being invited to a conference on Mexeluine. Intercept the diplomat, remove him from play, and replace him with someone else.
Chaos and Mayhem	While outbreaks of chaos and mayhem spread across the sector, a good team can use Imperial battle plans to avoid their forces, sneak into their holdings, and obtain their secrets.
Charisma and Rewards	Mining guild representatives, as well as some of their associates, are meeting on lone to discuss business. Send someone to attend and mingle. A good impression might be lucrative.
Chromium Diplomacy	A retired senator wants to meet to discuss a deal. He wants to pay in chromium from the mines of his estate if someone helps him set up defenses to keep pests out of the tunnels.
Chromium Shipment	According to an acquired manifest, an Imperial transport containing a small shipment of chromium will be leaving Burnin Konn. Intercept the cargo before the ship takes off.
Civil Meeting	Six mercantile guild leaders of Mexeluine want a meeting to discuss the blockade situation. They need an unbiased party to help mediate the meeting and keep their guards in check.
Clearing Customs	Since the blockade began, Kirtarkin's customs have become a disorganized mess. Hundreds of unclaimed cargo sit in lockup. No one would even notice if a few went missing.

Cloud Car Procurement	The Ivax Syndicate would like the assistance of someone who could procure for them one of the Bespin Wing Guard's cloud cars. The Syndicate would look upon this favorably.
Code Breaker	The Trade League intercepted encoded Imperial data. The code-breaker, Sor Cin'da, can decode it, but he hates strangers. Ask him for help, but take muscle, in case he gets surely.
Confrontation	New problems have cropped up with the Nexu Claws and their shady arms trade. Confront them and let them know their behavior is unacceptable. Take protection to be safe.
Contact on Allyuen	A contact wants to meet in the Allyuen spaceport. They seem to be interested in a more formal alliance, but they first need help in removing a tracking device from their person.
Convince Those on the Inside	An anonymous party is offering to pay good money to break into the senatorial compound on Delphon and convince one of the senatorial aids to secretly work against the Empire.
Crippling Ambush	A TIE fighter ambush damaged several ships heading into the lone system, many of which belonged to the Trade League. The League needs help getting their ships operational.
Crystal Artifact	
Crystal Conveyance	The Trade League needs to quietly move a shipment of crystals from Burnin Konn to Delphon, but the Black Hole Gang will need to be dealt with before the ship can unload its cargo.
Crystal Mining	Travel to Gutreetee and explore a cave system said to be rich in crystalline deposits. Grab some leftover geological survey equipment at Neskroff and be wary of the locals.
Crystal Seizure	Imperials have seized nearly every crystal shipment landing on lone, causing an overflow. Someone familiar with Imperial depots could easily walk in and leave with a sample.
Cultured	Some of the Ugnaughts of the Ugnaught Surface offer crystals in exchange for the simple task of accompanying them to Ugnorgrad Performance Hall for an evening out.
Customs Droids	Leeka Pali requests help to quietly reprogram the customs droids on lone so that the cargo of their ships is less likely to be noticed.
Customs Problems	An associate of the League expresses interest in expanding their circle of friends, but their belongings are stuck in customs on Kirtarkin. Help them out and maybe win them over.
Data Appropriation	A client needs to appropriate several datapads filled with intel from under the noses of the Bendeluum Public Safety Service. Whoever goes in will need someone to watch their back.
Data Haul	Rumor has it that an old ruined data center was unearthed during a recent battle. Send a team in to investigate the data center and recover any data they can find.
Data Purge	A municipal official has data he intends to use to blackmail local business owners. Someone needs to distract the official while others sneak into his office and delete the data.
Deception from Within	Leeka Pali of the Trade Spine League suspects double-dealing from one of their own. She needs someone to go to Polmanar and quietly poke around to see if her suspicions have merit.
Defend the Infirmary	
Delicate Meeting	The Trade Spine League has arranged a very delicate meeting with the heads of assorted guilds. They are willing to pay for a full team of people with diplomatic skills to attend.
Demolitions Duty	The Imperial numbers are too great. Set up a series of mines along their path to the defenders, and thin their ranks to a manageable level.
Detained Without Question	Imperials detained a reliable informant on Kirtarkin. The informant's associate requests assistance in liberating the individual before the

Deyer Weapon Run	The Imperial Outpost on Deyer is lightly guarded but has a huge stockpile of weapons. Hit them fast and hard to relieve them of those weapons.
Different Type of Training	
Digging Up The Past	The Imperials plan to excavate the ruins of the Rebel's Echo Base on Hoth, which can't be good for anyone. Travel to Hoth and stop them.
Dinner Party	A dinner party is the perfect place to make connections, meet new associates, learn of interesting rumors, and perhaps, arrange a deal or two.
Disable Orbital Beacons	Leeka Pali asks for a small team to board Gerrenthum's orbital security station and disable their orbital alarm beacons so the League can get their larger ships out of the system.
Distraction and Recovery	A slicer stole data about the secret Trade League smuggling routes and intends to sell it to an Imperial. Someone needs to distract the Imperial and recover the stolen information.
Distraught Ugnaught	A team of slavers encroaches on one of the few remaining free Ugnaught territories on Gentes. Though unable to pay, the Ugnaughts desperately need help in dealing with the slavers.
Donations Welcomed	A wealthy businesswoman from Ione has been holding a little too tightly to her stock. Talk to her. Convince her to share a little. She has bodyguards, though, so take protection
Don't Mess with the Machines	A slicer guild has been slicing into Syndicate gaming machines, causing the Syndicate to lose money. Nogba would be pleased if someone could rough them up and get them to stop.
Double-crosser	A double-crossing smuggler took payment for a shipment, killed the client, and fled with the cargo. Track down and confront the double-crosser; show him the error of his ways.
Draw Their Attention	Imperial security sweeps in Syndicate territories are becoming more common. Nogba Quush is willing to pay to have someone draw Imperial attention elsewhere.
Droid Function	Some of the droids on Ertegas have begun to malfunction, threatening civilians and disrupting the harvests. Locals offer crystals as payment for assistance with the droids.
Droid Removal	A semi-functional Imperial Defense Droid guards an Imperial hangar. An ally needs someone who is familiar with those droids to deal with it so they can get access to the hangar.
Droid Takeover	The syndicate has been eyeing a crystal mine in the Burnin Konn system for years. Recently, the owners converted to an all-droid workforce. The syndicate sees opportunity.
Dry Run	The mad artisan Leikanos Presh designs equipment for the Kouhun, but who wants equipment that hasn't been tested? Volunteer a hearty crew member as a mock Kouhun victim.
Ducal Defense	Duke Chanward's personal bodyguard was recently assassinated, possibly by another member of his staff. Help him by providing a temporary replacement.
Easy Enough	When Figg Excavations left Tokmia, they left behind quite a bit of stuff. If someone could get through the still-active security systems, they may find something of interest.
Equipping Civilians	
Excavator Repairs	An excavator on Zhanox broke down. The Ugnaughts refuse to repair it because of the spiny nexu prowling the area. Helping them might yield some useful materials.
Exfiltration	A gang war in the town of Ashheap on Burnin Konn has trapped a Kouhun operative. She's in little danger, but she can't leave the planet. Aid in her safe extraction.

Expanding the Network	The Trade League wants to build a bigger network by forming alliances with smaller smuggling operations. The League needs someone with delicate social skills to initiate contact.
Exposed	
Family First	Imperials shot down a vessel carrying a Rebel's family member. The vessel touched down safely, but the terrified passengers are now in hostile territory and need extraction.
Fighting Pits of Bendeluum	The fighting pits of Bendeluum provide significant entertainment for spectators, credits for gamblers, and an outlet for fighters, perhaps even someone worth recruiting.
Finishing School	The Noble Court runs intense training sessions for its allies. Participants walk away with in depth knowledge of current political realities and challenges.
For Her Majesty!	The Empire has located a noble Throneship! Boarders are attempting to breach its hull while Imperial slicers access its computers. Send a team to help the nobles while you can.
Free Durasteel	The Trade Spine League located a small Imperial depot filled with durasteel, but they need extra muscle to get through the defenses so they can relieve the Empire of its supply.
Freeing a Detainee	A member of the Ivax Syndicate has been captured by Imperials and is being held in a detention center. Freeing their member would earn significant favor with the Syndicate.
Friend of a Friend	An acquaintance of Shortpaw's who runs a small mining operation on the Nothoiin moon requests that someone trustworthy accompany the ur-diamond transport to its destination.
Gaming Overseer	The Syndicate is offering to pay for someone to walk their gaming halls in Cloud City and report on any potential cheating or thieving behavior
Gang Thinning	The gangs of Burnin Konn have begun to repopulate and once again threaten to disrupt trade. The Trade Spine League will pay to have someone thin their ranks.
Gang Wars	Gang wars have broken out on Bendeluum, disrupting business and endangering citizens. Local merchants offer crystals to those who help quell the violence around their shops.
Gangster's Conscription	Stormtroopers on Ione recently burned a syndicate vice den to the ground. A response is required. Nogba Quush requests your help training syndicate agents for the coming battle.
Gathering Intelligence	Collect uniforms and armor from the fallen Imperials. Use what is found to dress a team up as Imperials and send them over to the enemy side to gather intelligence.
Gathering Strategic Information	Collect uniforms and armor from the fallen Imperials. Use what is found to dress a team up as Imperials and send them over to the enemy side to gather intelligence.
Get it Back	Imperials captured a Trade Spine League ship full of valuable cargo. They need to reclaim the ship quickly before the Imperials learn what it carried and where it was going.
Go Away	Imperials are attempting to set up a new outpost near one of the Trade Spine League's secret drop sites. The League would be grateful if someone could make the Imperials go away.
Going Once	Fly to Darlyn Boda and attend the Syndicate's black-market auction. Bid on the shipment of stolen stormtrooper armor being auctioned off, a key piece to upcoming operation.
Good Impressions	A lesser Nothoiin noble grows interested in sector events. She requests a dinner meeting to discuss these events and promises to make a donation for the effort of attending.
Guarding Leeka	Leeka Pali will be meeting with the Imperials to discuss Trade League business. She does not trust them but is trying to get more intel. She requests an armed escort.

Guns Blazing	A small-time smuggler offers to share some of his inventory in exchange for protection as he transports the cargo to his buyers. Though it not money, crystals are always useful.
Gutree Crystal Study	A scientist wants to study the sensor- and communication-dampening effects of the crystals on Gutree, but he needs someone to watch his back against the hostile natives.
Hangar Lockdown	The Syndicate legitimately purchased a supply of crystals. The transport was about to leave lone when Imperials locked down the hangar. Nogba requests help in getting their cargo.
Harass the Harassers	A squadron of TIE fighters has been harassing many of the Trade League ships over lone. The League desperately needs help getting rid of the menace.
Harass the Harassers	With increased gang activity on Burnin Konn, people grow concerned for the safety of their families. Build confidence within the community by chasing away those who harass them.
Hard Targets	Discovery of Purge Trooper targets across the sector has enabled the Rebel Alliance to send help to first defend and then recruit likely allies.
Haunted Mine	
Haywire	Syndicate droids in one of the gaming halls on Darlyn Boda started going haywire and shooting at customers. The Syndicate requests that someone disable and then repair the droids.
Heist of the Century	The Ivax Syndicate prefers to deal in more "respectable" crimes than robbery...but sometimes you can't turn down an opportunity. Ready a crew for the heist of a century.
Heists on Demand	The Ivax Syndicate has begun selling plans for daring and complicated heists that targets some of the richest Imperial sympathizers. Pulling off one of these jobs will be hard.
Helping Local Business	An independent businessman is offering some of his supply to anyone who is willing to help escort his cargo transport between systems and protect it from pirates.
Hidden Handshakes	The government of a small colony in the Indellian system wants to aid the noble court, but the Empire is watching closely. Organize a covert meeting to open negotiations.
Hiding from Slavers	Some Ugnaughts on Gentes are hiding in the swamps from slavers who raided their homes. The Ugnaughts sent a distress call for assistance, offering supplies to anyone who aids them.
High Society	The Rebels want to hire someone to go to Gerrenthum to discuss a potential relationship with a wealthy Imperial socialite. It is hard to know who can be trusted, so take backup.
Honey Works Best	Many native tribes of Gutree have moved into the former Rebel holdings, but there is still salvage there. Someone needs to talk to them so the League can get to the salvage.
Hunting the Hunter	A Nikto bounty hunter has decided to claim the price on Her Majesty's head. Use your contacts to locate the hunter and stop him before he strikes.
Hunting Trophies	Genthaix Manslayer used to hunt Rebels for a living. He amassed a sizable stash of Rebel equipment. He says he's retired and wants to sell his prizes. Do you trust him?
Identity Theft	The Rebels wish to acquire a set of identicards from a couple of the newer members of the Bounty Hunter's Guild. The Rebels will pay for the service.
Imperial Caravan	An Imperial caravan departing from Mexeluine's spaceport is delivering a supply of crystals to one of their factories. Intercept the caravan and claim the crystals as a prize.
Imperial Decryption Practice	Learning to decrypt Imperial communications and data is invaluable. Keeping those skills honed and in practice is necessary so they are available when the need arises.

Imperial Intel	The Syndicate knows of an Imperial diplomat with access to valuable intel who is susceptible to bribery and coercion. Have a chat with him and see if he will share information.
Imperial Recycling on Kirtarkin	Imperial depots on Kirtarkin contain large recycling centers. Though a bit late to save the world's polluted environment, searching through their recycling could net a good find.
Imperial Resources	An Imperial resource administrator is wavering in his allegiance and unknowingly made allies aware of his displeasure. Sneak into his office and convince him to abandon the Empire.
Information Logistics	With the frequent disruption to communications and potential for Imperial interception, private business owners in multiple systems are paying for people to deliver information.
Information Warfare	Duke Chanward has a bold plan to capture an Imperial communications station and send a message to the public. Your crew could make the mission a success.
Inside Contact	The Imperials captured a group of Rebels. Make contact with Shan Auten, a Rebel posing as an Imperial guard. He can help you free them, but you'll need to fight your way out.
Interrogation	The nobles have captured Major Carnok Yeteri, a brutal Imperial commander in possession of valuable secrets. Help convince him to cooperate with his captors.
Intruders!	An Imperial stealth team has infiltrated a noble Throneship! Join the nobles as they fight for their lives in the ship's gilded hallways.
Jekobra's Crystals	
Joint Operation	
Keeping the Garrison Empty	The Imperials have sent new troops to reinforce the Mataou garrison, tripling the number they had originally. The Syndicate would be grateful if they could be removed once again.
Keeping the Sector Clothed	A Polmanar transport captain requests help with smuggling warm clothing through hostile territories to communities across the sector. He offers materials in exchange for aid.
Kidnap for Interrogation	There is a junior Imperial officer who has not yet noticed that his guards are no longer with him. Quickly, send someone to grab him so he can be interrogated.
King Ozz of the Ugnoughts	Imperials continue to plague Ugnorgrad, the terraformed Ugnought floating platforms orbiting Beshpin. King Ozz offers valuable resources for help dealing with the Imperials.
Kirtarkin Depots	The Syndicate wants a team to hit one of the Imperial depots on Kirtarkin. It will force the Imperials to further split their forces and, perhaps, yield some good rewards.
Laboratory of Grievous	Rumors speak of the ruins on the Gentes moon, Beshpin, of a laboratory established by Grievous. The place may still have valuable salvage.
Lady Meateye	The sadistic kidnapper Lady Meateye has captured the son of a noble chamberlain and demanded a ransom. Negotiation may not be enough to ensure the son's safe return.
Liberation	An Imperial transport is delivering a person of interest to the detention facility on Gerrenthum. Intercept the transport before it gets to Gerrenthum and liberate the prisoner.
Line's Game	
Lucky Find	A contact reports finding an old Black Sun weapon cache, but several droids guard the area, including an assassin protocol droid. Deal with the droids, and it might be a good find.
Meeting of Bosses	The Syndicate offers crystals as payment for attending a meeting with the crime bosses on Darlyn Boda. The place is dangerous, so taking extra protection is not a bad idea.

Meeting Request	
Mexeluine Heist	Many of Mexeluine's elite possess far too much wealth, much of which they acquired through dubious means. Send in an elite team, and part of that wealth could go to a good cause.
Mexeluine Riots	An informant reports that angry rioters fill the streets and public areas of Many Mexeluine cities. With the violence and chaos all around, they need help getting off-world.
Miner Protection	Zero-G salvagers working the Ison system offer a large cut of their weekly take to anyone who will provide defense for them while they work.
Mynock Removal	The Ugnaughts are offering a bounty for the removal of the mynocks on Miser in the Bepin system. Take a life-supported environmental suit and hunt some mynocks.
Never Feel Safe Again	For enigmatic reasons, the Kouhun want an Imperial officer to think he's survived an assassination attempt. The Kouhun are sending the assassin. You'll be playing the rescuer.
New Alliances	
New Defenses	The Rebels are expanding their presence on Darlyn Boda. They need assistance installing a new defensive network, as well as protecting the engineers while they do the install.
Not Above Blackmail	The Syndicate knows of several self-serving Imperial officials. With the information provided, go to those officials and convince them to help the Syndicate's cause.
Not Quite Locked Down	Imperials think they have the Mining Worlds locked down, capturing every transport that attempts to go through. Liberate those ships and their cargo.
Old Vows	A wealthy merchant on Gerrenthum offers a yearly tribute of crystals to the nobility to fulfill an ancient family obligation. But bringing the tribute home can be a challenge...
One of the Flock	The Nothoiin cartel on Bendeluum runs independently from the larger crime organizations. Someone who understands the criminal world might be able to gather information from them.
One Person's Prisoners	Bepin security is holding a Syndicate agent along with another unidentified individual. Free the agent and perhaps see if the other individual is worth recruiting into the crew.
Opportunity Strikes	The Syndicate has learned of an incoming Imperial cargo ship containing arms and armament, and they need a strategic assault team in order to appropriate the supplies.
Passing Inspection	A Trade Spine League ship needs to pass through an Imperial inspection on Ione. They request the assistance of someone who is more intimately familiar with the Empire.
Payload	The Trade League has acquired a cargo of torpedoes and agreed to sell the weapons to the nobles at a steep discount. Protect the weapons and help the nobles outfit their ships.
Payoff	One of the lesser gangs on Burnin Konn has taken heavy losses. They agree to stop aggressions, even offer credits, to be allowed to freely conduct their business once again.
Peace in the Streets	The prevention of gang wars and the steering of the criminal element towards the greater struggle can be a thankless task but an amazing learning opportunity.
Personal Gain	The reedug farmers on Polmanar have turned on their former allies and now endanger the uprising. The Rebels will pay for someone to take down the network of these unsavory groups.
Petty Theft	Crates of Morodin-fertilized aleudrupe berries keep disappearing from Trade Spine League holdings in Kirtarkin. They need help finding the thief and recovering their cargo.

Pilot Needed	The Syndicate needs a skilled pilot to take them through the Ison debris field to recover some cargo. To be safe, take someone to operate the turrets to fend off pirates.
Pirate Problems	Pirates in Burnin Konn space have been raiding League ships as they try to leave the system. The League desperately needs help to thin the pirate numbers and salvage their cargo.
Pirating the Pirates	Pirates are swarming around the Ison system, picking off transports as they jump into the Ison Trade Corridor. This means they have a lot of cargo to lose. Might be a good target.
Point/Counterpoint	The Empire has assembled an elite task force to hunt and eliminate Kouhun. The Kouhun, in turn, offer payment if you can eliminate the task force and delete its records.
Potential Defector	The Rebels offer to pay in crystals for someone to meet with a potential Imperial defector. Uncertain of the person's integrity, the Rebels urge extreme caution for the meeting.
Potential Recruits	A group of Twi'lek freedom fighters who have been hiding on Bavva request a secret meeting with the Rebels. Understandably cautious, the Rebels ask someone to act as a go-between.
Prison Break	Political prisoners are a constant result of the Imperial crackdown happening across the sector. The Rebel Alliance prides itself on staging breakouts.
Probe Retrieval	A reconnaissance probe went down on Gutrete. Though the general vicinity is known, the exact location cannot be pinpointed. Retrieve the probe and get it operational once again.
Profit Skimming	One of the Syndicate's own has been pilfering off the organization's profits. The Syndicate will pay you a part of the recovered profits if someone teaches the individual a lesson.
Protect the Shuttle	
Protection Detail	A Rebel recruiter tasked with finding potential allies in the system believes he's been identified by the Empire. Tag along on his mission and make sure no harm comes to him.
Quelling the Bounty Hunters	The Rebels have long had a presence on Darlyn Boda, but some of the Bounty Hunters have been causing them trouble lately. The Rebels want to take the fight to the Bounty Hunters.
Quiet Revolutions	Many residents of Ione are bitter toward the Empire but lack the training to fight back. Your crew can prepare them to rise up when the time comes to rebel.
Rebel Supplies	A Rebel cargo transport filled with armor and foodstuffs was impounded at the Tinoon starport. They need help to slice through the security system and take back their ship.
Reformed Cultist	
Refugee Relief	Refugees of Deyer who survived the Imperial takeover desperately need supplies. The only way the League can get to them is via watercraft, but they need protection to be safe.
Relocation Program	A Trade League member needs assistance smuggling some stolen Imperial battle droids. Fit the droids with restraining bolts or they may g
Reprogrammed	Someone reprogrammed a pair of the League's security droids that were guarding a crystal shipment, making them turn on their former owners. The League needs help stopping them.
Rescue on Mexeluine	The Imperials shot down a Trade Spine ship carrying refugees off of Mexeluine. The occupants survived, but need help. Move quickly to rescue
Ro Hypa Rescue	According to a distress call, an ally of the Trade Spine League has fallen into a nest of wild ro hypa on Mataou. The League would be grateful if someone could rescue their ally.

Rogue Droids	Nogba Quush reports that one of the Syndicate's transports filled with a crystal shipment is disabled and surrounded by rogue droids. He requests assistance with this problem.
Rough Town	A black market dealer on Darlyn Boda is offering his valuable materials in exchange for roughing up some of the thugs and gang members that have been driving away his clientele.
Safe Zones	Certain areas of Cloud City are off-limits to Kouhun thanks to a mysterious bargain. But the Kouhun need to contact an old gambler in the "safe zones." See if you can help.
Salvage Yard	
Satellite Sweep	
Saving the Assassin	One of the Kouhun's agents has disappeared while on a mission. The Kouhun assume he's failed and will soon be dead. You can still save him.
Search and Replace	A conference for merchant guilds is being held on Mexeluine to discuss the current trade situation. Steal one of their ships and attend the conference in their stead.
Secrets of the Dead	A Kouhun assassin's safe house on Allyuen was recently compromised, and both Imperial forces and local criminals intend to claim its contents. Get there before they can.
Seeds of Distrust	One of the smaller gangs on Darlyn Boda seeks to discredit the Trade Spine League's integrity by spreading false rumors of their dealing. Encourage them to stop.
Show of Strength	Money and strength are the only things respected on Darlyn Boda. Travel there. Put a few gangs in their place. Earn their respect. Get some of the resources they hoard, as well.
Slabro Greerer	The nobles have discovered that an old enemy, Slabro Greerer, is being sheltered by the Ivax Syndicate. Convince the syndicate to withdraw its protection and capture Slabro.
Smash and Grab	Sometimes there is nothing more rewarding than a straight jewel theft. A shipping schedule for some of the rarest crystals in the sector is available for the right price.
Soften Them Up	The Imperials are cocky and overconfident. Play on that. Send in a handful of heavy-hitters ahead of the main force to soften them up and g
Spark of Truth	Most rumors are founded on sparks of truth. This rumor speaks of a large data cache hidden within an abandoned base. Verify the rumor, and then locate and retrieve the cache.
Stalking Shadows	An associate wishes to meet, but they are being followed. They need help evading their shadow before they can talk.
Stealing the Bounty	Rumor has it that a Trandoshan bounty hunter has captured a powerful thorn in the side of the Empire. Free the prisoner and try to recruit him or her to your side.
Stranded Imperials	Scanners picked up the distress beacon of a stranded Imperial cargo transport. If someone can get to them before other Imperials show up, it could be profitable.
Strategic Thinking	People sometimes learn the most not when out in the field but when focusing on the movies of the seemingly simple yet truthfully complex game, such as holochess.
Supply Lines	
Supply Run	Keeping a crew fed and entertained means keeping up on the supplies. Whose turn is it this week to make the supply run? Make sure they do not draw any unwanted attention.
Supplying the Oppressed	The Trade Spine League would be grateful if someone could attend a secret meeting with one of the few remaining Ugnaught clans on Gentes to discuss the clan's supply needs.

Surprise Attack	The Rebels plan to execute a surprise attack on an Imperial outpost on Bavva. Send some of your hard-hitting crew there to help them.
Survivor in the Ruins	A Kouhun reports that a potential recruit survived a fiery battle between pirate ships and an Imperial transport. Analyze the wreckage and find your new ally.
Swamp Salvage	A cargo ship went down on Mijos and threatens to sink into the swamp. No one has attempted to salvage it because it is surrounded by savage swamp beasts.
Syndicate Schism	Boss Ghador is attempting to break free of the Ivax Syndicate and found his own criminal enterprise on Zhanox. It's too late to prevent violence, but you can still end the schism.
System Repair	The systems on one of the League ships are fried, and they are adrift in pirate space. The League asks if someone can defend the ship while it is vulnerable and help get it going.
Take Production Offline	The Rebels need a team to sneak into one of the weapon manufacturing plants on Gerrenthum and then set and detonate a series of explosives that will bring production to a halt.
Taking the Fight to Them	The Rebels request assistance to smuggle a team of operatives into a heavily guarded detention center. They would be indebted and appreciative of the help.
Team Shooting Range	A team building exercise, participants make their way through a mock combat area and are presented with fast-appearing targets, some representing enemies and some allies.
Team Tactics	A fallow field on Ertegas is overrun with poorly maintained and erratic behaving droids. They are not bothering anyone, but they would make good practice for teamwork tactics.
Technical Problems	The League has some cargo pods that will not unlock, despite using the correct codes. They do not want to destroy the pods, so they request technical assistance to get them open.
Test Flight	No one tinkers with engines as adeptly as members of the Trade League. Nothing impresses Trade Leaguers like someone who can outfly them. Go ahead—give it a shot.
The Antidote	Brother Cyst has developed dozens of poisons for the Kouhun. Now rumors suggest the Empire has devised many cures. Infiltrate the medcenter on Gerrenthum to learn the truth.
The Competition	A band of bounty hunters and killers-for-hire mean to show they're the best in the business by killing their competition. Thwart their ambush of a recent Kouhun initiate.
The Gauntlet	Gauntlet participants run through a maze of obstacles while avoiding getting hit by projectiles and other hazards. A well-made gauntlet can give anyone a good workout.
The Holographic Trail	The nobles' "Holographic Knights"—elite slicers and HoloNet experts—have identified a potentially valuable recruit for the cause. Locate this person in the real world.
The Mechanical Assassin	Deathstick has become aware of an extraordinary assassin droid in the sector and wants to arrange a meeting. Locate the droid and make contact without becoming its next victim.
The New Gang	The Trade Spine League needs someone with combat experience to help deal with a new problematic gang that is on the rise on Burnin Konn.
The Noble's Debt	A low-level member of the noble court is in deep debt to Burnin Konn gangsters. Resolve the situation however you can and she'll pay you with her last cache of crystals.
The Rogue Kouhun	
The Spoils of Fear	

The Trade Commission	The Trade League would like someone to pose as Imperial officials and meet with a representative of the trade commission as a means of getting more information about the blockade.
The True Work	For the Rebellion, little is more important than winning public support for the cause. Join Rebel agents in developing new allies one person at a time.
The Vault of Zhanox	
The Victim's Revenge	A former victim of Kouhun blackmail is attempting to blackmail the Kouhun in return. Send your crew to talk her down, but be ready in case of violence.
Thinning the Patrols	Nogba Quush would be appreciative if a few of the Imperial fighters patrolling around Bospin suddenly disappeared. People would blame the velkers and no one would be the wiser.
To Make a Difference	An independent vigilante on Mexeluine has gotten into trouble. Offer them a helping hand and a friendly face, and they may want to join forces with the uprising.
Trade Summit	
Transport with Children	
True Love	With increasingly tight security around Gerrenthum, young nobles have found it difficult to woo those who catch their eyes. These young lovers need help avoiding security.
Ugnaught Diplomacy	The Syndicate and the independent Ugnaughts do not always see eye-to-eye. Nogba asks if someone could talk to the Ugnaughts to resolve a delicate problem. Take muscle just in case.
Ugnaught Rebels	The Rebels are willing to pay for a couple of extra hands to defend their ship while they make a quick evacuation of a group of Ugnaughts on Gentes who want to join the alliance.
Uncertain Allies	Her Majesty has doubts about the loyalty of one of her vassals. She requests a diplomatic envoy be sent to make inquiries—and to discreetly search for evidence of treason.
Uneasy Alliance	
Unity in the League	The more the Trade League asks its proudly independent members to work together against the Empire, the more resistance arises. Maybe your representatives can prevent dissolution.
Value of Food	The agriworld of Ertegas never held any interest to the Trade League until the blockade. With the rising value of food, the League needs to negotiate a deal with Ertegan traders.
Vaults of Neskroff	The Rebels believe some of the vaults within the city of Neskroff on Gutrete remain sealed. They request sending someone in to investigate and warn that the natives may attack.
War Council	Earl Pelos has called a formal war council to discuss strategies against the Empire and to shore up internal alliances. It should be rewarding, albeit tense.
Whispers on the HoloNet	Someone is searching for information on the Kouhun via droids and computer networks. Find out who and why, or risk having your allies exposed.
Zhanox Delivery	One of the mining outposts on Zhanox requests some very specific off-world supplies. They offer to pay for a rush delivery on the shipment.